Game Collection

User’s Manual

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System Requirements

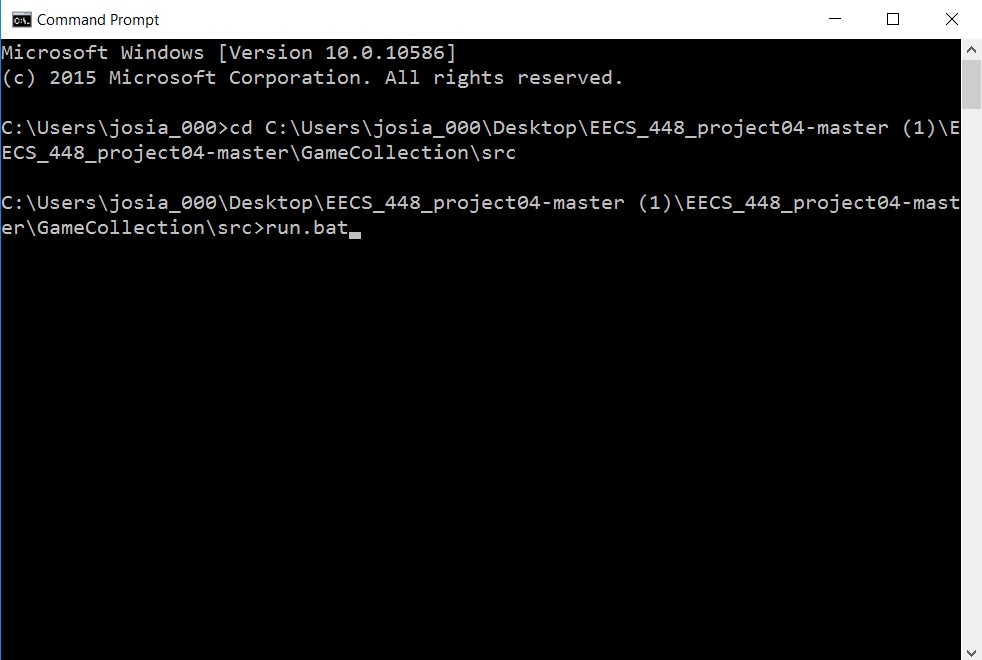
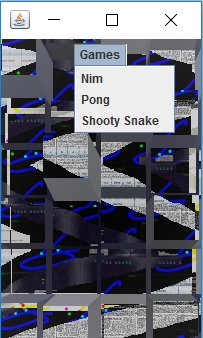
Computer running Windows or Linux operating system

Java development kit

Latest version of Java

Getting Started

(Instructions for Linux are given in parentheses)

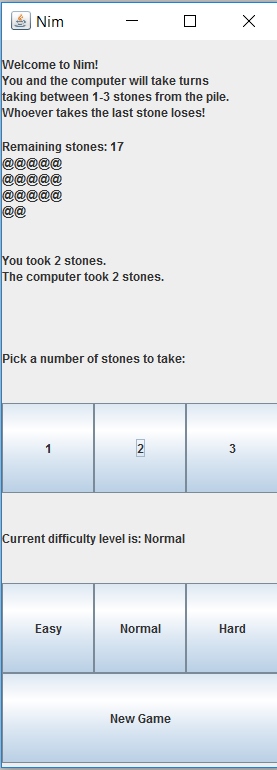
1. Open command prompt and change the current directory to “GameCollection/src” using the “cd” command and either copying and pasting the path or typing it directly. (For Linux, use terminal)
2. Enter the command “run.bat” to start the program. (For Linux, enter “bash run.sh”)  
   
3. A window will pop up; this is the main menu.  
   
4. To play a game, simply select it from the dropdown menu.

NIM

Nim is a turn based, 2 player game in which you compete against the computer. The game consists of 2 players (you and the computer) and a pile of stones. You and the computer alternate turns, taking between 1 and 3 (inclusive) stones away from the stone pile; whoever takes the last stone loses.

From the top to the bottom of the window, the components are as follows:

1. Instructions and rules of the game.
2. Stone pile showing the number of remaining stones. (Every new game starts with a random number of stones between 21 and 25, inclusive)
3. A panel showing the last 2 moves made during the game.
4. Buttons to make your choice of how many stones to take on your turn.
5. Current difficulty level and buttons to change the difficulty at any time.
6. Button to start a new game.



(1)

(2)

(3)

(4)

(5)

(6)

PONG

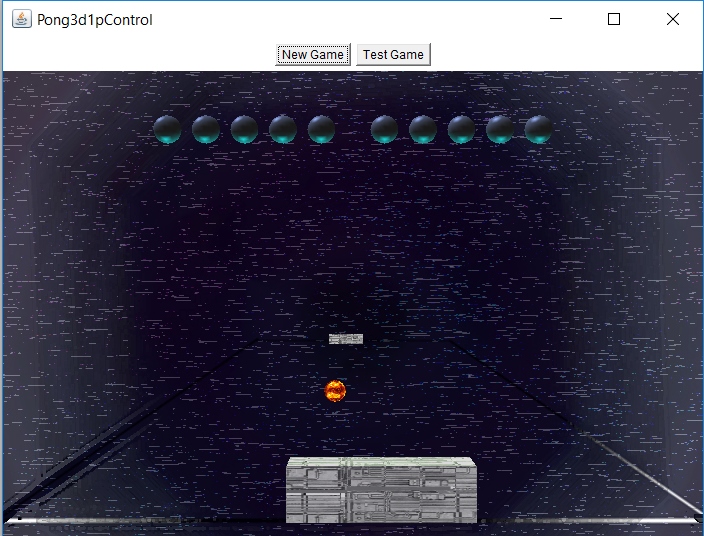
Pong is a 2 player motion game in which you compete against the computer. The game consists of 2 paddles (you and the computer), a ball, and icons to keep track of score. You and the computer control your respective paddles in an attempt to reflect the ball back at each other. Players lose a score icon when the ball passes behind their paddle.

Click the new game button to start a new game.

Move your paddle with A (left) and S (right).

From the top to the bottom of the window, the components are as follows:

1. Button to start a new game and a button to run a test of the game.
2. Score icons, 5 for each player. Your icons are on the right. The player who loses all of their score icons first loses.
3. Computer paddle.
4. The ball.
5. Player paddle.



(1)

(2)

(3)

(4)

(5)

SHOOTY SNAKE

Shooty snake is a 1 player motion and shooting game in which you play as a spherical astronaut, battling against ball-snakes. Fight, and attempt to survive as long as you can; but be careful, you only have 3 lives!

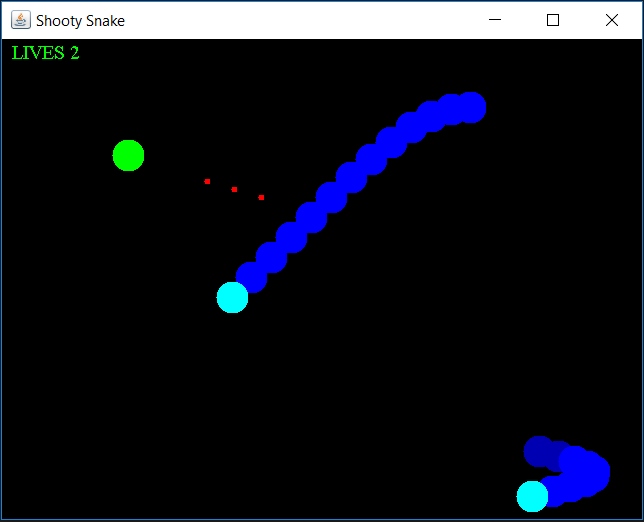
Move around with the arrow keys.

Aim with the mouse.

Shoot with the space bar.

From the top to the bottom of the window, the components are as follows:

1. Number of lives remaining.
2. The green circle is you, the viper-slaying astronaut.
3. The red dots are your shots.
4. The linked blue circles are the snakes.



(1)

(2)

(3)

(4)

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Version 3, 29 June 2007

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A "covered work" means either the unmodified Program or a work based

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To "propagate" a work means to do anything with it that, without

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The "source code" for a work means the preferred form of the work

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The "System Libraries" of an executable work include anything, other

than the work as a whole, that (a) is included in the normal form of

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"Major Component", in this context, means a major essential component

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produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all

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programs which are used unmodified in performing those activities but

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the work, and the source code for shared libraries and dynamically

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b) The work must carry prominent notices stating that it is

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"keep intact all notices".

c) You must license the entire work, as a whole, under this

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beyond what the individual works permit. Inclusion of a covered work

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parts of the aggregate.

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You may convey a covered work in object code form under the terms

of sections 4 and 5, provided that you also convey the

machine-readable Corresponding Source under the terms of this License,

in one of these ways:

a) Convey the object code in, or embodied in, a physical product

(including a physical distribution medium), accompanied by the

Corresponding Source fixed on a durable physical medium

customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product

(including a physical distribution medium), accompanied by a

written offer, valid for at least three years and valid for as

long as you offer spare parts or customer support for that product

model, to give anyone who possesses the object code either (1) a

copy of the Corresponding Source for all the software in the

product that is covered by this License, on a durable physical

medium customarily used for software interchange, for a price no

more than your reasonable cost of physically performing this

conveying of source, or (2) access to copy the

Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the

written offer to provide the Corresponding Source. This

alternative is allowed only occasionally and noncommercially, and

only if you received the object code with such an offer, in accord

with subsection 6b.

d) Convey the object code by offering access from a designated

place (gratis or for a charge), and offer equivalent access to the

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further charge. You need not require recipients to copy the

Corresponding Source along with the object code. If the place to

copy the object code is a network server, the Corresponding Source

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Corresponding Source. Regardless of what server hosts the

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available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided

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A separable portion of the object code, whose source code is excluded

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